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The Realm of the Ancestors



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This fan-fiction article, **The Realm of the Ancestors**, was written by [Adalwulf of Aedirn](#). Please do not edit this fiction without the writer's permission.

The Realm of Ancestors is a world that is in a Mesozoic state of being, it is populated primitive human proto-societies and those stranded by the Conjunction of the Spheres. Monsters have very few predators here and their populations are thriving. Other non-human species were brought over during the Conjunction of the Spheres and are also less intelligent and civilized than their World counterparts, in other words primitive.

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Relation with The World

Their relationship with The World is limited as this was one of the many worlds that crossed during the Conjunction of the Spheres but didn't introduce any new monsters to **The World**. Rather this world trapped several primitive human tribes and monsters, providing a natural look into what would happen if the Witcher caste was not made, humanity is cut off from one another and humans live in tribes for relative safety.

Tribal Society

Society is tribal in nature in this world, humans make up a few tribes with similar traits that bind them together for example Ceimimand's tribe 'The Murky Fox Caste', are light-skinned humans similar to Nordlings probably sharing a common ancestry, while the Aen Seidhe tribe calling themselves 'the Aubha tribe' and the dwarves 'the Dweorg tribe'. Though this world exists at the same time as the World (arguably 15th century technology and culture) its timeline is set much further back (6,000 B.C).

Known Tribes

Bobolaks

- 'The True Cave Children' respect and live alongside The Dweorg Tribe in a series of caves that spread out through a mountain. This tribe benefits from their alliance with The Dweorg Tribe that is in its Bronze age. Dwarves and the affiliated True Cave Children Tribe carry weapons of bronze.

Elves

- 'The Aubha Tribe' have a respect for The Gentle Sister Clan. The two tribes made a pseudo-town together in the Great Forest, The Aubha Tribe lives in harmony with nature so they get along well with The Gentle Sister Clan. They are defensive against humans in their territory but otherwise ignore them. This alliance is the most magically advanced of the tribes allowing them to sing buildings and weapons out of plants and stone without harming nature.

Dwarves

- 'The Dweorg Tribe' respect and live alongside The True Cave Children in a series of caves that spread out through a mountain. Unlike other tribes this tribe is in the Bronze age, making it the most advanced technological tribe. Dwarves of this tribe and the affiliated True Cave Children Tribe carry weapons of bronze. Ceimimand later receives a proto-sword made of refined bronze from the Dweorg Tribe after showing them his sword.

Goblins

- 'The Dirty Sword Tribe' have a partnership with The Dirty Earth Kin.

Humans

- 'The Dirty Earth Kin' a tribe of dark-skinned humans that have a partnership with The Dirty Sword Tribe.
- 'The First Hand Caste' a tribe of caramel-skinned humans that have a partnership with The Red Tooth Horde.
- 'The Murky Fox Caste' a tribe of light-skinned humans led by the Witcher Ceimimand they originally lived by the coast but were driven from the area by sea dwelling monsters, they moved further inland holing themselves up in a large communal cave where they were found by **Ceimimand** who they took in after he fought off a **Myriapoda**n for them. It took awhile to learn to communicate with them, but after awhile the tribe came to understand the Witcher and their societal status improved:

Creating a walled city for the tribe, domestication of animals and plants, the start of agriculture and herding, etc

Nymphs

- 'The Gentle Sisters Clan' gives aid to The Aubha Tribe and are allies of **Ceimimand**. The two tribes (Aubha and Gentle Sisters) made a pseudo-town together in the Great Forest, because the Aubha Tribe lives in harmony with nature so they get along well with The Gentle Sister Clan. The Gentle Sister Clan is what one might consider naïve towards humans, treating them as equal beings and healing those that wonder into their forest and are injured, though to be fair the atrocities that have been committed in the World, have not occurred here. This alliance is the most magically advanced of the tribes allowing them to sing buildings and weapons out of plants and stone without harming nature.

Vran

- 'The Red Tooth Horde' have a partnership with The First Hand Caste.

Notable Races

- Beasts
 - Bears
 - Cave Bears
 - Cats
 - Chicken
 - Cows
 - Coyotes
 - Crocodile
 - Crows
 - Deer
 - Dogs
 - Dholes
 - Black Dholes
 - Elephants
 - Mammoths
 - Mastodons
 - Fish
 - Bitefish
 - Bream
 - Great mouthbrooder
 - Halibut
 - Herring
 - Mullet
 - Pike
 - King Pickerel, a larger breed of Pike
 - Salmon
 - Striped Loach
 - Trout
 - White-finned bullhead
 - Goats
 - Hirikka
 - Horses
 - Jaguars
 - Black Jaguar, a stronger type of Jaguar
 - Leopards

- Snow Leopard, a stronger and rarer type of Leopard found in mountainous regions
- Lions
 - Black Lions, a stronger type of Lion
 - Cave Lions
- Megafauna
 - Dire Bears
 - Dire Wolves
- Owls
- Panthers
 - Black Panthers
- Pig
 - Boars
- Rabbits
- Sabretoothed Cats
 - Alpha Sabretoothed Cat
- Sheep
- Tigers
 - White Tigers
- Wolves
 - Striped Wolves
 - White Wolves
- Draconids
 - Dracoturtles (Deep bodies of water)
 - Flying Drakes (Around cliff riddled areas)
 - True Dragons
 - Chromatics
 - Black Dragons
 - Green Dragons
 - Red Dragons
 - White Dragons
 - Metallics
 - Bronze Dragons
 - Gold Dragons
 - Silver Dragons
- Humans, and Humanoids
 - Bobolaks
 - Elves
 - Dwarves
 - Goblins
 - Humans
 - Nymphs
 - Dryads (Wood Nymphs)
 - Hamadryads (Tree Nymphs)
 - Leimoniad (Meadow Nymphs)
 - Naiad (Lake and River Nymphs)
 - Nereid (Sea Nymphs)
 - Oread (Mountain Nymphs)
- Skullheads
- Vran

- Hybrids
 - Griffins
 - Harpies
 - Lamias
 - Owlbears
 - Sirens (along the coasts and at sea)
- Insectoids
 - Aeschna (Found in swamps)
 - Arachas (Found in forests and jungles)
 - Endrega (Found in forests and jungles)
 - Ilyocoris (Found in swamps)
 - Kikimores (Found in forests, jungles and swamps)
 - **Myriapodan** (Found in mountainous regions and isolated forests)
- Necrophages
 - Bullvore
 - Drowners
 - Ghouls
 - Alghouls
 - Rotfiends
- Ogroids
 - Nekkers
 - Nekker Warriors
- Relicts
 - Leshens
 - Shaelmaar
- Vampires
 - Garkains
 - Ekimma
 - Fleders
 - Plumards
 - Unknown if any higher vampires crossed if so they have yet to make an appearance or leave survivors.

Categories



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